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THE OFFICIAL STAR TREK[®] FACT FILES 93



Surviving Pon Farr
The Vulcan time of mating

Betazoids at Work
Roles within the Federation

The HIROGEN VESSEL
The perfect ship for hunting prey



Q and Captain Janeway
Influencing the Q Continuum

U.S.S. JENOLEN NCC-2010 Diagrams
Detailed plans of the SYDNEY-class transport

ISSN 1364-3983



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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 9

PLANET HELL



STAR SYSTEMS

Located deep within the Delta Quadrant is a barren and hostile planet. Dangerous for humanoids, it is home to the offspring of an alien race.

Buried deep within the astronomical databanks of the **U.S.S. Voyager NCC-74656** is information on a world known to the crew as **Planet Hell**.

This **Class-M** planet is discovered by *Voyager* in the **Delta Quadrant** in 2372, orbiting a blue sun. As a Class-M planet, it should contain the elements of life; but, when scanned from close orbit, the world appears to support no detectable plant growth. This is odd given the nature of its chemical composition, as it should have plants and other environmental elements necessary to replenish *Voyager's* dwindling food supplies.

Landing on the planet also presents a significant problem. Shrouded in **trigemic vapors**, there are unusually strong electromagnetic disturbances throughout its atmosphere that prevent beaming, except for short windows of relative tranquillity that occur

Tom Paris and Neelix find the planet gray, overcast and inhospitable, with no useful foodstuffs for the U.S.S. VOYAGER.

approximately every 30 hours. These remain open for no more than seven minutes.

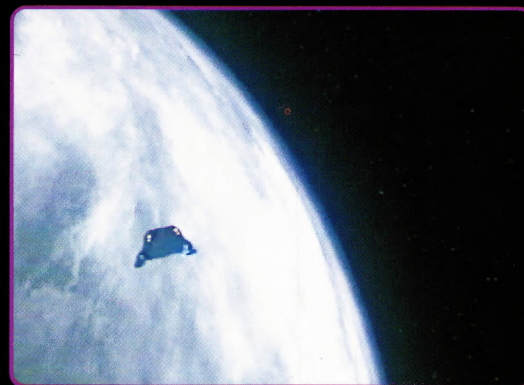
It is possible to realign the **transporter** to work within the reduced electromagnetic activity inside one of the atmospheric windows; but, even then, transporting would be difficult due to the lack of information about the surface. Atmospheric conditions interfere with any attempted scans.

Hazardous landing

During the atmospheric windows, it is possible to navigate a spaceship through the chaotic atmosphere and land on the planet. This should be possible to

The U.S.S. VOYAGER sends an exploratory team to the planet's surface; the atmospheric turbulence, however, causes the shuttlecraft to crash, stranding Lt. Paris and Neelix on the surface.

accomplish in a shuttle, which is small enough to make a landing even on rocky terrain. Unfortunately, it is soon discovered that a shuttle has neither the mass, nor flight control systems to maneuver through the atmospheric turbulence, and the away team that travel to the surface in this way are lucky to make it down alive. After landing, the



Planet No official name

Class M

Quadrant Delta

Also known as Planet Hell

Surface Barren, rocky and desolate

Life Forms No native life forms. However, the world is used as a hatchery for a race of spacefaring reptilians.

Climate The landscape is obscured by a thick, gray fog that also blocks out the sun.

Features The atmosphere contains trigemic vapors that provide nutrients to the reptilian hatchlings.

Starship Log STAR TREK: VOYAGER 'Parturition'

FIRST BREATH

Birthplace

While stranded on Planet Hell, Lt. Tom Paris and Neelix discover that the world is used by a reptilian race to hatch their young; the eggs are placed in caverns to protect them from the cold of the planet's surface. The atmosphere of the planet provides essential nutrients for the hatchlings in the form of high concentrations of trigemic vapors, which are composed of proteins and amino acids. The young are later collected by the spacefaring adults of their race.

The seemingly unpopulated Planet Hell is used by a technologically sophisticated reptilian species from another planet as a hatchery for their offspring. The atmosphere provides the young with nourishment.



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The Guide to the STAR TREK Galaxy

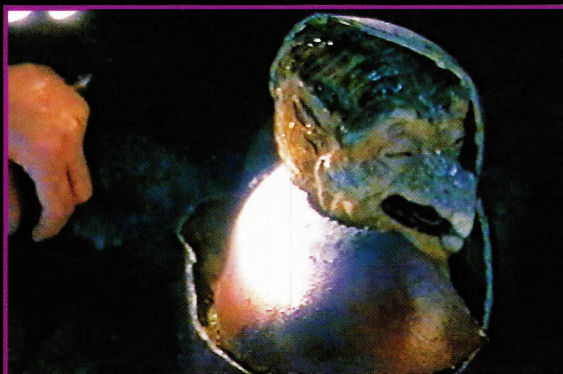
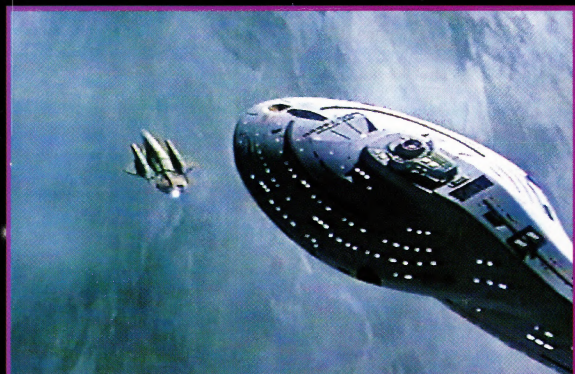
FILE 4

CARD 9

PLANET HELL



▶ The **U.S.S. VOYAGER** encounters a spacefaring race of reptilian humanoids which uses Planet Hell as a protective hatchery for its young.



exploration team find that Planet Hell remains just as inhospitable as its nickname implies. The planetscape is bleak and forbidding, a rugged primordial surface of barren rock. There is no sign of trees nor plant life. A gray-blue fog hangs heavily in the air, obscuring the sun at all times. Some natural caverns recede from the rocky surface, and in these are found the only signs of life on the planet: long, sticklike grasses that show no signs of flowers nor leaves.

First scans reveal the world to be a cold, dead rock. However, it is in fact a planet still in its infancy, struggling to become a habitable world. The chemical elements of its atmosphere are already creating a rich soup that will be able to support any life that evolves.

Inhospitable

The atmosphere contains a heavy concentration of trigemic vapors, essentially aerosol particles of proteins and amino acids. Although not necessarily

▶ **Paris and Neelix witness the hatching of one of the reptilian humanoids. They are the first beings the hatchling sees, and so become its foster parents.**

life-threatening, prolonged exposure to these vapors deposits a white residue that acts like an acid on humanoid skin, causing rashes and a burning irritation. Left unchecked, the vapors will become very painful. To provide some protection, a mixture of dermal osmotic sealant needs to be sprayed constantly over exposed skin areas, providing a temporary defense.

It is soon realized that it

is not the terrain of Planet Hell that is capable of supporting life, but the atmosphere; although potentially deadly to humans, it is an ideal environment for other forms of life.

Hatchery

A spacefaring race of reptilian humanoids uses the planet as a hatchery for their eggs. Deposited in caverns, away from the surface cold, the eggs are allowed to incubate and

GALAXY FACTS

- ▶ Planet Hell was christened by the personnel of the **U.S.S. Voyager's Stellar Cartography** department.
- ▶ Barash's mother uses an inhospitable **Class-M** planet in the Alpha Quadrant to conceal her child.
- ▶ The **U.S.S. Voyager** crew also encounter reptilian life while stranded on the primitive planet **Hanon IV**.

hatch on a world devoid of predators. The reptilian infants are then nourished by the rich chemicals in the atmosphere; the same trigemic vapors which are damaging to humans are a source of food for the young reptilians.

The unpopulated planet appears to provide a safe hatchery for the infants, whose parents – who may come from a similar planet further along in its evolution – presumably do not want them to hatch within the confines of a spaceship. The hostile atmosphere keeps other spacefarers away. These tiny offspring are left to fend for themselves in the early hours of their lives, but are later retrieved by their parents.

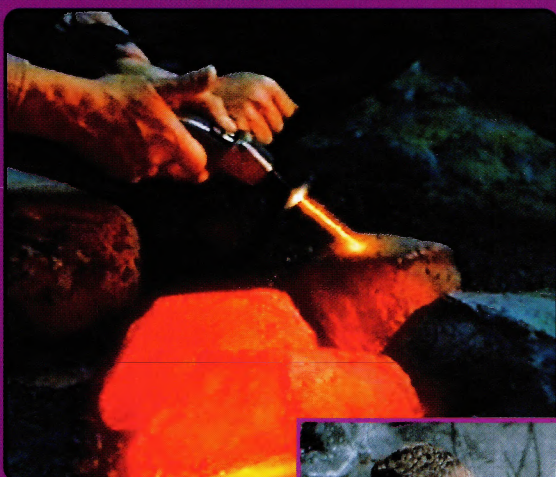
This barren world may be home to these alien infants, but to the crew of *Voyager* it will always remain Planet Hell.

▶ **While stranded on the planet, Paris and Neelix put aside their jealousies concerning Kes in order to work together.**

COPING WITH CONDITIONS

Survival techniques

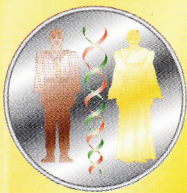
The exploration team from the **U.S.S. Voyager** find the planetscape bleak and forbidding. It is a rugged and primordial surface of rock and mud, unsuitable for sustaining humanoid life. The atmosphere, which is rich in nutrients such as proteins, also proves to be poisonous. The trigemic vapors have an acidic effect upon humanoid skin after prolonged contact, but this can be temporarily counteracted by the use of a dermal osmotic sealant. The blue sun is mostly blocked by a heavy fog, forcing Paris and Neelix to take shelter from the toxic atmosphere and cold climate in caverns.



▶ **Even the planet's blue sun provides little heat through the heavy blue-gray fog, causing an overcast sky. Paris uses his phaser to blast rocks in the caverns so they will radiate heat.**

▶ **The burning effects of the trigemic vapors in the atmosphere can be counteracted by spraying a dermal osmotic sealant on areas of exposed skin.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3

THE BETAZOIDS



OTHER GROUPS
AND RACES

The **Betazoids** are a liberal, understanding race who are renowned for their telepathic powers and negotiating skills. Their picturesque homeworld also makes them popular hosts for important conferences.

The planet **Betazed** is home to a humanoid species known as the **Betazoids**. The advanced and open people have become a major part of the

United Federation of Planets, using their unique talents as ambassadors, peacemakers, and counselors. A race of peaceful telepaths, the Betazoids are noted throughout the Federation for their free-spirited nature and innate diplomatic skills.

Betazed itself is a bright and pleasant world of clear blue skies and verdant green landscapes; the natives live in close proximity to nature, and their architecture, which

frequently consists of low stone halls and towers topped with saucer-shaped domes, blends in unobtrusively with the beautiful, landscaped surroundings.

How are you feeling?

The Betazoids have an innate telepathic ability; they can easily read one another's thoughts, and this manner of literally 'speaking one's mind' has led them to develop a culture largely free from deceit and falsehood. This ability to see into the core of another's psyche has meant that Betazoids have found themselves ideally suited to working as interstellar ambassadors

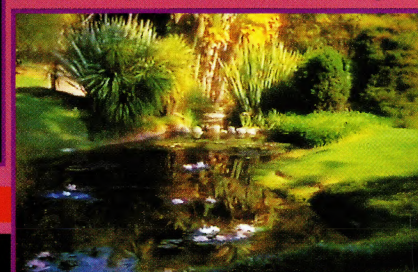
and as counselors on Federation starships. Many important treaties and pacts have been made with the help of Betazoid ambassadors; examples are the successful diplomatic mission of the **Cairn** in 2370, and the regular **Trade Agreements Conference**, held on Betazed every two

▶ *One of the best known Betazoids is **Lwaxana Troi**, the flamboyant daughter of the **Fifth House**, **Holder of the Sacred Chalice of Rixx**, and **Heir to the Holy Rings of Betazed**.*

▼ *Even from space, **Betazed** provides a welcoming appearance. It is also apparent that large areas are covered by water, indicating a similarity to Earth.*



▼ ***Betazed** has many pools and lakes, making for rich and varied plant life. Large areas are landscaped to provide exquisitely beautiful settings.*



ROMANTIC SETTING

Exotic surroundings

There are several waterways and lake systems scattered across Betazed. Among the most famous are **Lake El'Nar** and **Lake Cataria** (which has gained fame offworld through a popular holodeck program). In addition, Betazed's **Janaran Falls** are noted as being some of the most spectacular waterfalls in all the Federation – and a favorite meeting spot for lovers. The lush plant-life of Betazed is rich and varied, including edible varieties such as the **uttaberry plant** and the **leaflike oskoid**. There is also more decorative flora, such as the **muktok**, a bristlelike foliage that can live for hundreds of years; its bloom produces a pleasing sound when shaken. The rare **chameleon rose** is also native to Betazed and changes color in tune with the mood of its owner.

▶ ***Betazed** is a beautiful planet, and the architecture is blended into the landscape so as not to detract from the relaxing and peaceful environment. This makes the planet a popular, and romantic, vacation destination.*



OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 9 EMPATHIC METAMORPHS
- 10 ANGEL ONE INHABITANTS

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69

Designation Betazed

Class M

Quadrant Alpha

Inhabitants Betazoids

Climate Temperate

Culture Betazoid society is free-spirited, based upon the openness of their telepathic people.

Landmarks Lake El'Nar, Lake Cataria, Janaran Falls. Some of these locations have been recreated for the holodeck.

Status Betazed is a full member of the United Federation of Planets. Betazoids serve in a number of positions within Starfleet.

Starship log STAR TREK: THE NEXT GENERATION 'Ménage à Troi'



GALAXY FACTS

▶ **Uttaberries** are a popular food with **Lwaxana Troi's** valet **Mr. Horn** and across the Galaxy; **Captain Sisko** orders **uttaberry crepes** on *Deep Space Nine*.

▶ **One of Deanna Troi's** favourite places on **Betazed** is **Lake Cataria**. She often 'visits' this beautiful locale using a **holodeck program** aboard the **U.S.S. Enterprise NCC-1701-D**.

years. The well-known **Ambassador Lwaxana Troi** is a noted participant in many of these events, even helping to thwart the planned bombing of the **Pacifica** conference in 2365 by telepathically reading the intent of **Antedean** terrorists. The Ambassador's daughter, **Deanna Troi**, is a member of **Starfleet**; serving as ship's counselor to the successive crews of the **U.S.S. Enterprise NCC-1701-D** and **NCC-1701-E**, she has used her empathic talents to aid the crews on many occasions. Other noted Betazoids include **first contact** specialist **Tam Elbrun**, and science advisor **Andrus Hagan** of the **U.S.S. Brattain NCC-21166**.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3

THE BETAZOIDS



OTHER GROUPS
AND RACES

The Betazoid telepathic ability is centered in a part of the brain known as the **paracortex**, the telepathic lobe. The paracortex is protected by a psychic barrier called the **metaconscious**, which acts as a protective filter. The telepathic effect is facilitated by a neurotransmitter chemical, **psilosynine**.

Problematic symptoms

However, the Betazoid metaconscious can be bypassed by effects such as **the phase**, a midlife change that occurs in Betazoid females to dull telepathic ability and quadruple sex drive, or the rarer **Zanthi fever**, a disease of mature Betazoids that causes the victim to telepathically broadcast their emotions.

The study of psychology and neurology on Betazed is highly evolved, and is a major syllabus at the **University of Betazed**; among the neurological techniques discovered by the Betazoids is **plexing**, a relaxation exercise that involves the tapping of a nerve cluster common to many humanoid, in order to release the calming

effect of endorphins.

Apart from telepathy, Betazoids are renowned for their culture, steeped in tradition and legend. Many of the families on Betazed are part of the ancient **Great Houses**, and several of them, including the **Fifth House** which encompasses **Lwaxana Troi's** family, are still considered the equivalent of royalty. These houses are often charged with age-old duties and honors such as the holding of important Betazoid cultural artifacts, and the heritage of positions of power. For example, **Lwaxana Troi** is titled as daughter of the Fifth House, **Holder of the Sacred Chalice of Rixx**, and **Heir to the Holy Rings of Betazed**. **Deanna** claims that the Sacred Chalice is no more than a "mouldy old pot", but it is believed that the chalice was once one of the possessions of the mythical **Pleasure Goddess of Rixx**, whose likeness lives on in a racy **holosuite** program of **Ferengi** origin.

Among the other customs practiced by the Betazoids is a chime used to signify thanksgiving to their gods for their food; a



◀ **Like many races, the Betazoids suffer from a number of diseases, some of which are conventionally contagious; others can result in accidental side-effects.** When **Lwaxana Troi** visits **DEEP SPACE NINE** suffering from **Zanthi fever**, she inadvertently projects her amorous thoughts onto the people around her.

servant rings the chime, which is formed from a clear crystal into a faceted hexagonal gong, after each mouthful of food is eaten. However, this tradition is considered to be highly irritating by other races.

Despite these somewhat

forbidding traditions, Betazoid culture is open and welcoming. Unconcerned with any taboos of interspecies romance, these dynamic and uninhibited people are a much prized asset to the Federation.

BETAZED CUSTOMS

Nude weddings

Perhaps the most widely known Betazoid traditions are those related to their wedding ceremonies; the bride and groom traditionally attend nude, in a celebration of their love, and invite their guests to follow suit. Although this is standard practice on Betazed, it can meet with a varied reaction when intermarriage between species occurs. Marriage for Betazoids can be a lifelong commitment even before the exchange of vows; a ritual bonding often takes place in which young children are linked telepathically prior to an arranged marriage later in their lives.

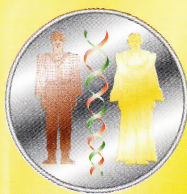
▶ **Betazoids have no taboos about interspecies romance**; **Ian Andrew Troi**, a human **Starfleet** officer, married **Lwaxana**, a daughter of the socially prominent **Fifth House**.



◀ **The Betazed custom of childhood bonding means that Deanna Troi grows up betrothed to Wyatt Miller.**

▶ **Much to the shock of many other races, Betazoids shed their clothes during the wedding ceremony.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3A

BETAZIDS WORKING WITHIN THE FEDERATION



OTHER GROUPS
AND RACES

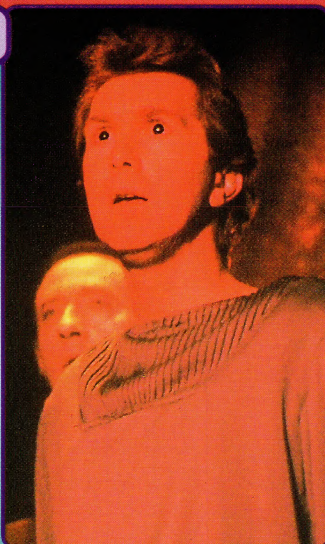
TAM ELBRUN

NAME: TAM ELBRUN

POSITION: First contact specialist

Rank: Civilian specialist

Elbrun is one of an unfortunate few **Betazoids** whose telepathic abilities develop too early, leading him to be hospitalized several times for psychic stress. He later became a specialist in **first contact** with alien species, and is known for his involvement in the **Ghorusda disaster**, and his work as the **Federation** representative to **Chandra V**. His most recent mission was to contact the living alien spacecraft known as **Gomtuu**, codenamed **Tin Man**.



▲ During one of his hospitalizations, Elbrun was cared for by **Deanna Troi** at the **University of Betazed**.

SABIN GENESTRA

NAME: SABIN GENESTRA

POSITION: Admiral's aide

RANK: Civilian specialist

Genestra is a civilian specialist working with **Starfleet** **Admiral Norah Satie** as a security investigator; he utilizes his **Betazoid** telepathic talents to cross-examine suspects during **Starfleet** tribunals. In 2367, Genestra investigates a security breach, with **Admiral Satie**, aboard the **U.S.S. Enterprise NCC-1701-D**, in which top secret engine schematics have been leaked to **Romulan** operatives; his abilities enable him to sense guilt.



▲ Genestra suspects **Simon Tarses** of the information theft, but the crewman's feelings of guilt are caused by his secret **Romulan** heritage.

REITTAN GRAX

NAME: REITTAN GRAX

POSITION: Trade Agreements organizer

Rank: Director

Grax is the director of the biennial **Trade Agreements Conference** held on **Betazed**, and an old friend of **Ian Andrew Troi**, the late father of **Deanna Troi** and husband of **Ambassador Lwaxana Troi**; Grax has

known **Deanna** since she was a child. In 2366, he sends an emergency message to the **U.S.S. Enterprise NCC-1701-D** in order to inform **Captain Picard** of the kidnapping of **Deanna**, **Lwaxana**, and **Commander William Riker** by the **Ferengi DaiMon Tog**, of the starship **Krayton**.

▶ Grax is concerned for the welfare of his friends **Deanna** and **Lwaxana Troi** when they are held captive by the **Ferengi**.



ANDRUS HAGAN

NAME: ANDRUS HAGAN

POSITION: Science advisor

RANK: Civilian specialist

Hagan is the sole survivor of the ill-fated **U.S.S. Brattain**, which is caught in a phenomenon known as a **Tyken's Rift** in 2367. Hagan is discovered in a severe catatonic state, a situation caused by the communications attempts of aliens

also trapped by the rift interfering with patterns of **REM** sleep. **Deanna Troi** telepathically reaches into **Hagan's** mind and discovers the presence of the other aliens. She and the crew of the **U.S.S. Enterprise NCC-1701-D** cooperate with them, and both vessels are able to overload the rift and escape.

▶ Even while in a coma, Hagan's mind provides the key to the secret of the mysterious effects caused by a **Tyken's Rift**.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3A

BETAZOIDS WORKING WITHIN THE FEDERATION



OTHER GROUPS
AND RACES

WALTER J. PIERCE

NAME: WALTER J. PIERCE

POSITION: Starfleet engineer

RANK: Lieutenant



▲ In 2370, Walter Pierce's murderous secret is discovered by Deanna Troi from an empathic imprint.

Pierce is one-quarter **Betazoid**; two generations later, his maternal grandmother's descendants still exhibit partial empathic abilities. In 2362, while the **U.S.S. Enterprise NCC-1701-D** is under construction, Pierce discovers his lover, **Marla Finn**, in the arms of another man and kills them both in a fit of jealousy. Later, consumed by guilt, he takes his own life by jumping into a **plasma stream** inside a **warp nacelle**.

STADI

NAME: STADI

POSITION: Conn officer

RANK: Lieutenant



▲ Stadi is one of a number of officers who die when the **U.S.S. VOYAGER** is transported to the **Delta Quadrant**.

Stadi is assigned to the conn station aboard the **U.S.S. Voyager NCC-74656** in 2371, under the command of **Captain Kathryn Janeway**. This **Betazoid** officer transfers **Tom Paris** to **Deep Space Nine** before the ship's first mission to locate the **Maquis Raider** under the command of **Chakotay** in the **Badlands**. Stadi loses her life when **Voyager** is transported to the **Delta Quadrant** soon afterward.

LON SUDER

NAME: LON SUDER

POSITION: Starship engineer

RANK: Crewman



▲ Suder is redeemed in death while helping to save the **U.S.S. VOYAGER** from the **Kazon**.

Suder, a former member of the **Maquis**, claims to be cut off from his emotions, making him prone to violent tendencies. In 2372, he murders fellow crewman **Frank Darwin** aboard the **U.S.S. Voyager NCC-74656**. Suder attempts to modify his behavior with help from the **Vulcan Tuvok**, a process which has a measure of success.

DEANNA TROI

NAME: DEANNA TROI

POSITION: Ship's Counselor

RANK: Commander



▲ Deanna Troi completes a bridge exam to earn her rank of full commander on **Stardate 47611**.

Deanna Troi serves as ship's counselor aboard the **U.S.S. Enterprise NCC-1701-D** for seven years. As she is only half-**Betazoid**, Troi is not fully telepathic, but has a strong empathic ability that enables her to closely relate to the problems of the crew. She later transfers with **Picard's** command to the **U.S.S. Enterprise NCC-1701-E**.

LWAXANA TROI

NAME: LWAXANA TROI

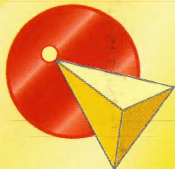
POSITION AND RANK: Betazed's Ambassador to the Federation.

Lwaxana Troi is the mother of **Deanna Troi** and holds the ritual titles of **daughter of the Fifth House**, **Holder of the Sacred Chalice of Rixx**, and **Heir to the Holy Rings of Betazed**. Mrs. Troi's first diplomatic mission is in 2365, as representative to the **Pacifica** conference, where she

uncovers a plot by **Antedean** terrorists to bomb the event. With her telepathic **Betazoid** abilities, Lwaxana has an advantage over many of the races with whom she has to negotiate and interact. She has also made an official appearance as a **Betazoid** representative at the **Bajoran Gratitude Festival** on **Deep Space Nine** in 2371.

▶ Lwaxana Troi's telepathic abilities have aided her well in her career as her people's Ambassador to the Federation.



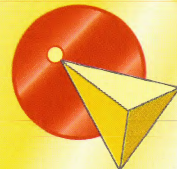


àTHE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8 CARD 10

PON FARR



THE
VULCANS

Throughout their lives, the Vulcans are ruled by logic, but this is a state that they achieve through strict self-control rather than a natural predisposition. Pon farr is one of the few occasions where this tight control can be seen to slip.

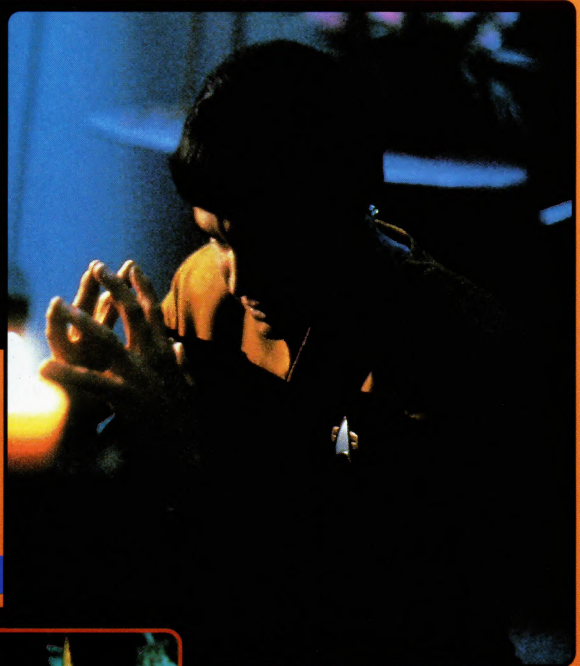
Vulcan society is based around principles of logic and rationalism but, once every seven years of their adult lives, this veneer of civilization is ripped away, exposing the hidden drives and raw emotions that lie beneath the surface. Also known as the time of mating, this condition is called **Pon farr**; it is a time when instinct and emotion dominate reason, a biological compulsion that, if not fulfilled, can result in death.

Pon farr is the ancient drive which impels Vulcan males to return home to take a mate, or die in the attempt. Although uncommon among higher life forms, precedents do exist in nature for this kind of behavior; the giant eel-birds of **Regulus V** are compelled to return once every 11 years to the caverns in which they were hatched, and salmon, an Earth species of fish, must return to the stream in which they were born in order to spawn.

Pon farr is an intensely

Pon farr is a difficult time for all Vulcans, but this is especially true for Ensign Vorik of the U.S.S. VOYAGER NCC-74656. Stranded in the Delta Quadrant, unable to return to his home planet and with no females of his own species among his crewmates, he must find another way to satisfy his lust.

private experience for Vulcans. Outsiders are seldom allowed to participate, and many non-Vulcans are not even aware of its existence. It is such a personal matter that



FIRST TIME

Rite of passage

A Vulcan male's first Pon farr is a physical and emotional rite of passage. It comes in early adulthood rather than adolescence, when he is already physically mature, and old enough to take a mate and begin raising a family. It can be a frightening and confusing time, especially as it seems that one gains knowledge from direct experience rather than being prepared for it from discussion with others; Vulcans believe it to be an intensely private matter, only truly understood by those who have experienced it.

When Spock's body is regenerated on the Genesis Planet, his rapid aging soon brings on Pon farr. Luckily, the Vulcan Lt. Saavik is on hand to help guide him through this difficult and frightening time.

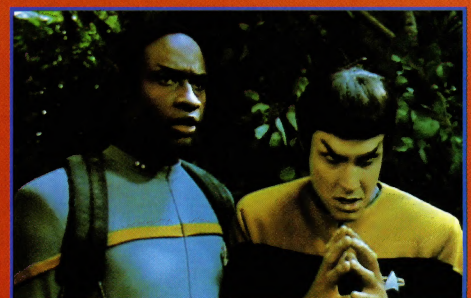



Before mating, Vulcans will tenderly caress one another, particularly with their hands and fingers.



As far as Vulcans are concerned, Pon farr is a private matter that should not be discussed with other races, nor even with each other.

The violent feelings that come with Pon farr can be suppressed for a while by meditation, but if mating is not possible, a good shot of adrenaline is the best antidote.



 The urges of Pon farr can be transferred to the mate through a telepathic mating bond. The mating urge can even be passed to non-Vulcans, as it was to B'Elanna Torres.



The Guide to the STAR TREK Galaxy

FILE 8 CARD 10

PON FARR



farr is the **Plak-tow**, or blood fever. While in this state, the Vulcan male is almost completely overwhelmed with the flood of emotions, and is virtually incapable of speech. These emotional and private experiences are accompanied by elaborate ritual and tradition, and a Vulcan male's first Pon farr will often be the time at which he marries – usually a girl to whom he was betrothed in childhood.

While Pon farr can have its problems, under normal circumstances it is an accepted part of Vulcan life, albeit one they prefer not to discuss. Once mating has occurred, the rule of logic is once again restored.

available mainly consists of what little has been observed by Starfleet doctors over the years. Because of this veil of secrecy, few occurrences of Pon farr have been observed by non-Vulcans; most documented occurrences are atypical, and have come to light only because of the privacy of the experience being compromised.

Pon farr causes an increasing neurochemical imbalance within the Vulcan

body; cortical readings suggest that the brain's regulatory system simply shuts down. Serotonin levels within the brain are erratic, and other early symptoms may include a loss of appetite, an inability to sleep, and a progressive loss of emotional control.

Physical manifestations

A Vulcan experiencing Pon farr can appear to be restive, exhibiting behavior bordering on nervousness; outbursts of anger and

even violence are also common at this time. If for any reason the normal course of events is unable to proceed, symptoms will steadily worsen, resulting in dangerous physical and psychological conditions. These pressures build up to a point where the result can be fatal. Under this kind of stress, a Vulcan male can begin to act and speak without even realizing the nature of his actions.


The final and most devastating phase of Pon


Vulcans do not even speak of it among themselves. Until 2267, there was no reference to Pon farr in **Starfleet** medical records, and, as recently as 2372, the scant information

MATE OR DIE


Solutions


There are only three known ways to overcome the effects of Pon farr. The first and most preferable response is the traditional Vulcan mating ritual. This will often be accompanied by the kunat so'lik, a proposal of marriage. If the male cannot return to Vulcan, he may decide to ask a female of another species to be his mate. If kunat so'lik is rejected, the male may attempt to force his chosen female to mate, provoking the Pon farr in her as well. The second alternative is armed, ritual combat. The third option, an intense regimen of meditation, has little likelihood of success, and at best can merely be used to defer the inevitable.

 The Doctor's idea to create a holographic mate for Vorik is not a success; he needs a real female.


 The EMH of the U.S.S. VOYAGER finds that medical intervention can only delay the symptoms of Ensign Vorik's Pon farr, not 'cure' them indefinitely.





 Mating with a Vulcan female is the easiest and most preferred way to deal with the loss of control caused by Pon farr.

 Vulcan mating is rough, and Vorik decides that it would be best to mate with one of his more robust crewmates: the half-Klingon Lt. Torres.

VULCAN FACTS

 Until Spock undergoes Pon farr aboard the U.S.S. Enterprise, his crewmates are unaware that it exists.

 Vulcans are so convinced that Pon farr should be a private matter that young males going through it for the first time often know very little about what is happening to them. Vorik feels the urge to touch B'Elanna without realizing he is initiating a telepathic mating bond.

 Ritual combat serves two purposes: it allows males to fight for their mates, and permits the violent emotions to be worked through.





FILE 30 RUNABOUTS AND SHUTTLES

TYPE:

TRANSPORT SHIP

CLASS:

SYDNEY CLASS

NAME:

U.S.S. JENOLEN NCC-2010

The development of **Starfleet** vessels has produced many changes since the 23rd century, but the way a starship is designed and constructed can make it invaluable beyond its years, a fact illustrated perfectly by the **Sydney-class U.S.S. Jenolen NCC-2010**.

While carrying **Captain Montgomery Scott** to his retirement on the **Norpin Colony** in 2294, this **Federation** transport ship smashes into a **Dyson Sphere**. It is a credit to the *Jenolen's* designers that it survives the massive impact; had the ship been of a similar design to its contemporary, the **U.S.S. Enterprise NCC-1701-B**, with its large connecting saucer and hull section, it may not have fared so well.

The *Jenolen* is a small vessel that looks like an oversized shuttle or **Runabout**. Its two **warp nacelles** are set very close to the rectangular hull; running from about halfway along the main body, they are positioned only slightly higher than the hull itself.

The vessel has a bay at the back and two sweeping protruding curves at the front, housing and protecting the main sensor array. The bridge is located close to the bow on top of the hull; it too is compact in design, suggesting a

much smaller crew complement than that of an **Excelsior-class** vessel.

The interior of the *Jenolen* combines the engine room with the **transporter** system, and conforms to the typical Starfleet style of the day. Many of the *Jenolen's* systems are very similar to those of **Galaxy-class** vessels; apart from the transporter principles being the same, **subspace radio**, sensors, and impulse engines are all similar. **Geordi La Forge** even concedes that the *Jenolen* would "run rings" around the **U.S.S. Enterprise NCC-1701-D** on impulse. However, instead of **isolinear chips**, it uses the older **duotronic** circuitry.

Built to last

What is more extraordinary about this tough ship is that even with an extensively damaged memory core, some creative engineering enables the *Jenolen* to fly under its own power once again, and its still-functioning shields are also put to use. This enables it to manage one final role for Starfleet: it saves the crew of the *Enterprise*, showing there is much to be said for a well built ship and carefully designed technology, no matter what its age.



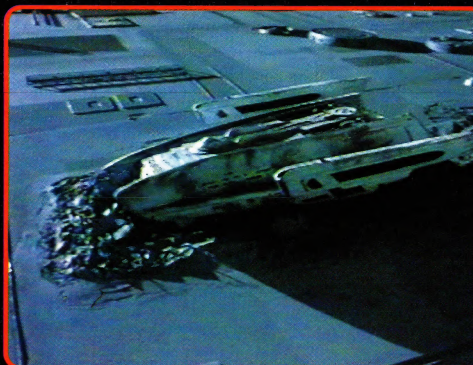
▲ The **U.S.S. JENOLEN** is a **Federation** transport ship built in the 23rd century. It is considerably smaller than the starships used for deep space exploration, but it nevertheless has twin warp nacelles which are housed either side of the main hull.

RESURRECTION

Last act

Starfleet has listed the **U.S.S. Jenolen NCC-2010** missing for 75 years when the **U.S.S. Enterprise NCC-1701-D** picks up the ship's automatic distress signal and beams an away team aboard. Even after this considerable time, the *Jenolen's* life support is still functioning minimally, and has maintained power to the transporter system. Chief Engineer **Geordi La Forge** successfully enables the transporter unit, and is able to rematerialize **Captain Montgomery Scott**. Unfortunately for Scott's fellow crewman **Matt Franklin**, a phase inducer failed; Franklin's pattern has degraded to 53 percent, making it impossible to bring him back.

Later, when the *Enterprise* becomes trapped inside the **Dyson Sphere** with seemingly no way out, **La Forge** and **Scotty** are able to power up the *Jenolen's* systems despite the badly damaged memory core, and, by jamming open the huge doors of one of the *Sphere's* docking bays with its shields, help the *Enterprise* to escape. With its plasma intercoolers gone, and its engines overheating, the *Jenolen* is finally destroyed by the *Enterprise* with photon torpedoes when it has to blast the smaller ship out of the way in order to escape. It is the *Jenolen's* last act as a **Federation** starship, but a noble one. Not only does it save Starfleet's flagship, but also the lives of the entire crew, a fitting epitaph for this hardy ship, and one that proves it is far more than just a relic.



▲ It is a testament to the designers of the **U.S.S. JENOLEN** that it survived the impact with the **DYSON SPHERE** without completely breaking apart.

▼ Captain **Scott** is rescued from the transporter pattern buffers after 75 years. Incredibly, he is rematerialized with his pattern having degraded no more than 0.003 percent in all that time.



OTHER CARDS IN THIS FILE...

- 2 **VULCAN SHUTTLE**
- 3 **ORBITAL SHUTTLE**
- 4 **DANUBE-CLASS RUNABOUT**

SEE OTHER FILES...

SPACE MACHINES, ARRAYS

AND PROBES:File 42

STARFLEET PERSONNEL.....File 43

STAR TREK: THE

NEXT GENERATION.....File 69

▼ **Geordi La Forge** and **Scotty** perform some engineering miracles to enable the **U.S.S. JENOLEN** to fly again after the ship has been embedded in the **DYSON SPHERE** for more than seven decades.

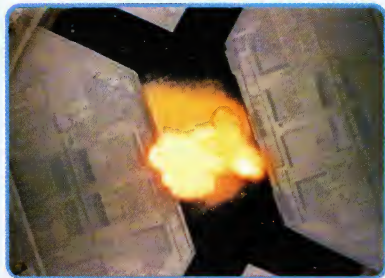


U.S.S. JENOLEN NCC-2010

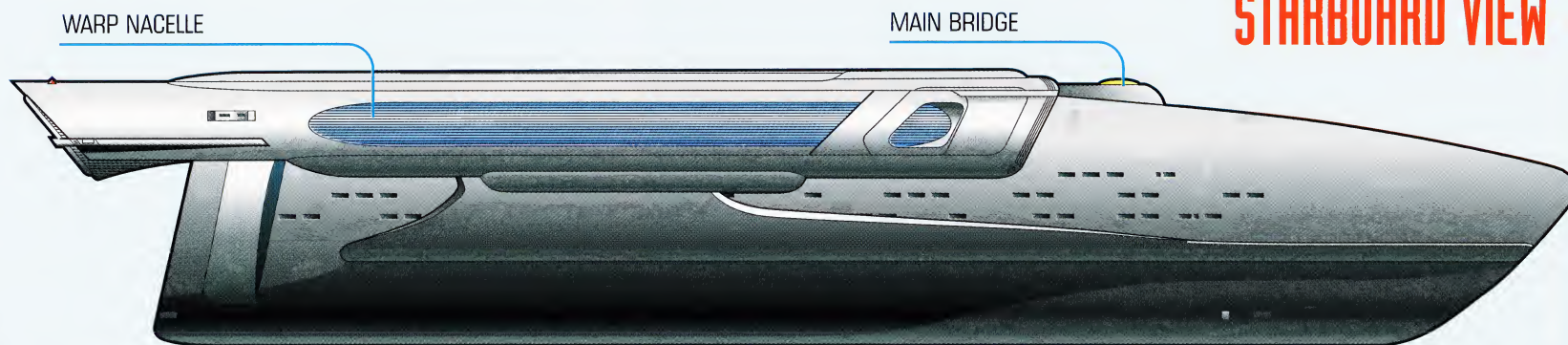
From these angles it is clear that the **U.S.S. Jenolen NCC-2010** is very similar to a large shuttlecraft, with warp nacelles on each side of the hull. Its relatively compact design makes it highly maneuverable, and ideal for transporting personnel to **Federation** outposts and colonies.



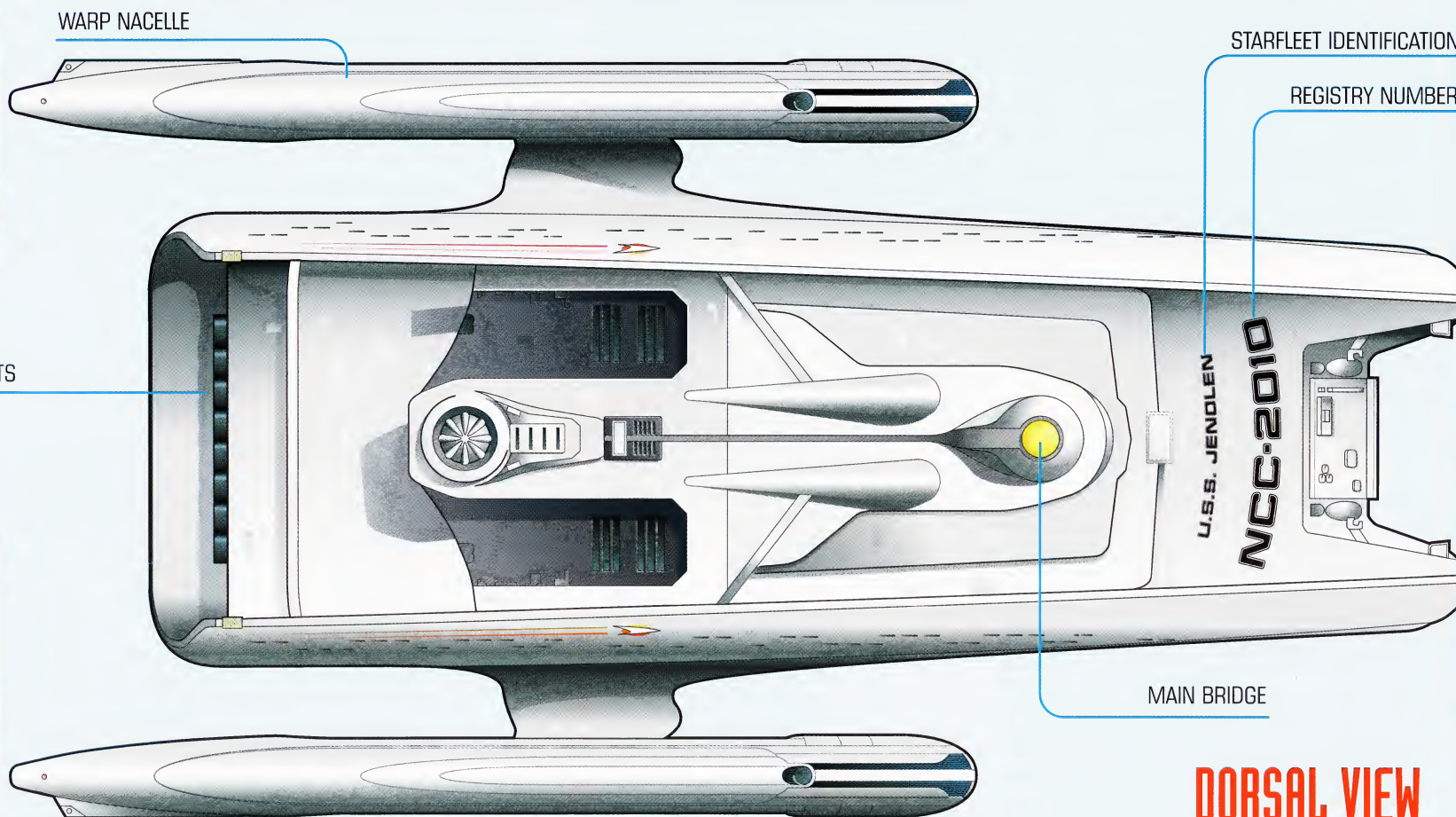
▲ The **U.S.S. JENOLEN** uses its shields to prop open the huge doors of the **DYSON SPHERE**.



▲ The **U.S.S. ENTERPRISE** has to destroy the **U.S.S. JENOLEN** before it can escape.



STARBOARD VIEW



DORSAL VIEW

Q and Captain Janeway

The near-omnipotent Q finds *Starfleet* and its officers an intriguing race to manipulate and harass. After years of tormenting Captain Picard, he turns his attentions to Captain Janeway of the *U.S.S. Voyager NCC-74656*.

Q likes nothing better than to tease and annoy humans, especially those who belong to **Starfleet**. In particular, he seems to derive substantial

amusement from riling starship captains who take their jobs and responsibilities seriously. When the *U.S.S. Voyager NCC-74656* accidentally frees a member of the **Q Continuum** from imprisonment, the Q familiar to the *U.S.S. Enterprise NCC-1701-D* is sent to handle the situation. He appears delighted to find *Voyager's* captain is a woman, **Kathryn Janeway**.

Initially, Q derides Janeway's femininity with chauvinistic bravado, claiming that having a woman in the captain's seat can only lead to disaster, such as freeing the suicidal Q.

When he notices the ship has many female crew members, he is delightfully horrified, wondering aloud if Janeway rules a ship of Valkyries.

A new toy

Janeway provides a new interest for Q's fascination with *Starfleet*. He wonders how her delicate, "touchably soft" hands will be able to handle the problem of granting asylum to the suicidal Q. With Janeway, Q's mockery is intimate and sexually flirtatious; the *Starfleet* officer finds this abhorrent.

But the harder Janeway resists Q's heavy-handed attempts at charming her, the more intrigued he becomes. In trying to bribe the captain to agree to the Continuum's position on the suicidal Q, he tempts her with returning *Voyager* home to the **Alpha**

Q AND JANEWAY

STARDATE: 49301.2

STARSHIP LOG: 'Death Wish' [VOY]

EVENT: Q is sent to the *U.S.S. Voyager NCC-74656* to prevent another Q from committing suicide, and thus causing chaos within the Continuum.

STARDATE: 50348.1

STARSHIP LOG: 'The Q and the Grey' [VOY]

EVENT: Q revisits Captain Janeway with an unusual proposal — he wants her to be the mother of his child in order to end the Continuum's civil war.

FIRST MEETING: 'Death Wish' [VOY]



▲ Not content with the amusement provided by *Starfleet's* Captain Picard, the omnipotent Q is delighted to discover a new playmate in the Delta Quadrant: the intriguing and intellectual Captain Janeway.

Quadrant and Earth. He even has the audacity to appear in her bed when she is trying to sleep, offering to return her to Earth and be her lover. Janeway, of course, is outraged, and Q is all the more amused.

Throughout the hearing for asylum, however, it is apparent that Q respects Janeway's intelligence,



★ First meeting

On their first encounter, Q must convince Janeway to agree to his people's decision on the suicidal Q. He takes her to a representation of the Continuum.

TEMPTATIONS



★ Rival in love

Q observes that Janeway's second-in-command, **Chakotay**, becomes jealous of the attention he lavishes on the captain. Q believes Chakotay is a rival for Janeway's affections, and begins to compete with him by getting a larger facial tattoo of his own.



★ Suitor

Claiming to be unable to forget her, Q returns to Janeway and woos her with roses and love sonnets; he even serenades her in the bath. The captain is unmoved by his gifts and charm.

★ Changes

In order to convince Janeway to be the mother of his child, Q takes her to the Continuum. The scenes of conflict there appear as representations of the American Civil War.

Q and Captain Janeway



★ Torn apart

A child born of Q and Janeway could rebuild the bridges of peace between the warring factions of the Continuum.



★ Female Q

Q gives Janeway a puppy, believing it will soften the captain's heart toward him. He is not prepared, however, for the arrival of a female Q, who is angered by his infatuation with a mere human.



★ Facing death

Q genuinely seems to regret that Janeway is about to die and become a casualty of the Continuum's war.

limited though he claims it is, as much as he respects **Captain Picard** of the *U.S.S. Enterprise*.

The next time Q encounters Janeway, he transforms her quarters into a love nest, complete with chilled champagne, satin sheets, and a sexy negligee for her. Q's seduction of Janeway is followed by the proposal – an honor, in his opinion – to be the mother of his

child. Janeway finds this idea loathsome, but Q mistakes her disinterest for playing hard to get. He makes a general nuisance of himself in trying to win her; He brags about his prowess, and engages in sexual innuendo.

When **Chakotay** learns of Q's intentions, he experiences an irrational spurt of jealousy. Q, thinking he has a rival, gets an

even larger facial tattoo of his own. Janeway is not impressed. Q's other antics include filling the bridge with roses, writing her **Drabian love sonnets**, and giving her a puppy. When all these fail, he tries being sincere.

At first, Q tells Janeway that he's looking for the stability that having a family with her will bring into his life. He claims he chose her to be the mother of his child because he has thought of her since their last meeting. He finds Janeway confident, passionate, and beautiful. Finally, Q reveals his ulterior motive: he wants to shake up the Continuum, bringing something new to the mix. Q reasons that Janeway embodies the best that humanity has to offer; producing a child with her will transform the Q Continuum.

Love and war

Janeway will have nothing to do with this wild scheme. In desperation, Q takes her to the Continuum, where a civil war is being waged, resembling the Civil War of America in Earth's history. In the midst of the battle, Q tries to convince her how important her cooperation is. He believes the Continuum requires an infusion of new blood, a new sensibility, a new leader – and he and Janeway can create that leader. She refuses his request, and resists getting involved in the battle and firing weapons on the other Q.

She does, however, help stop the Q civil war by convincing Q to mate with a Q female with whom he has been involved previously. The two Q, Janeway points out, should produce a child together. At

first, Q is horrified. His relationship with the female Q was never physical as the Continuum is "beyond sex."

Janeway explains to Q that she is not in love with him and, therefore, could not start a family with him; the best qualities of humanity aren't simple genetics, but values taught by parents to their children. If Q wants to end the civil war and save the Continuum, he must be committed to the difficult task of parenting. And he can only do that with the Q female.

Before Janeway can convince the Continuum to agree to a truce, she and Q are captured and sentenced to death. Q makes an eloquent and heartfelt speech to save Janeway's life, but to no avail. As they wait for the shot that will kill them, Q seems distressed that the captain is going to die as a result of the Continuum's war. Fortunately for them both, the *Voyager* crew arrive just in time to save them and put a stop to the conflict.

Freed, Q agrees to mate with the female Q, perhaps seeing both the futility of wooing Janeway and the logic of her suggestion. In thanks for her assistance, he reappears on *Voyager* one more time, the proud father of a baby boy. When he calls Janeway "Auntie Kathy", and asks her to be his son's godmother, it is hard to tell if she is flattered, worried, or both. Whether or not this will be their last meeting remains to be seen.



★ Q Junior

Q tells Janeway she has the honor of being godmother to the first newborn Q.

★ Union of peace

Q realizes he must mate with the female Q to truly create the next generation of the Continuum.



"I feel very close to you ... you have such authority, yet manage to preserve your femininity so well."

— Q to Janeway

LIFE AND DEATH

Hard decision

Captain Janeway is first brought to Q's attention when the Continuum send him to the *U.S.S. Voyager* in order to preserve the life of a suicidal Q who later takes the name Quinn. Janeway herself is reluctant to allow the suicidal Q to die, believing that all life is precious. On the other hand, she also agrees that Quinn should have the freedom to make his own decision. The captain provides a fascinating study for Q.

▼ The judge

Captain Janeway holds responsibility for the final decision in a hearing to decide the fate of the suicidal member of the Continuum. Q is impressed by Janeway's feminine intellect.



Maihar'du: Servant to the Nagus

The imposing alien Hupyrian known as Maihar'du serves the will of the Ferengi Grand Nagus Zek, as both his bodyguard and personal valet. As he never speaks to anyone other than his master, this towering alien remains a mystery.

The alien being known as **Maihar'du** is an imposing figure, towering above his diminutive master, the **Ferengi Grand Nagus Zek**.

A member of the **Hupyrian** species, Maihar'du is a tall, humanoid life form with a pale pinkish-gray skin that covers his long face in folds and wrinkles. As a trusted

servant to his master Zek, Maihar'du has to fulfill several duties with equal skill and aplomb. Due to his vow of fealty, sworn when he entered Zek's service, Maihar'du is forbidden to communicate verbally with any person other than his master. While this makes interaction with him somewhat one-sided, as **Major Kira**

★ **Imposing**
The towering figure of the Hupyrian makes Maihar'du the perfect protector to the smaller Ferengi. Maihar'du easily intimidates those who would threaten the Grand Nagus, whether they are angry business partners or would-be successors.



LOYAL SERVANT

PROFILE ON MAIHAR'DU

NAME: Maihar'du

LIFE FORM: Hupyrian male

OCCUPATION: Servant of the Ferengi Grand Nagus Zek.

DUTIES: Attending to the Grand Nagus's personal grooming, acting as a bodyguard, looking out for his employer's best interests.

ADDITIONAL REMARKS: The Hupyrian race are renowned throughout the quadrant for their unswerving devotion to their employers. Maihar'du has taken a vow only to speak to his master, Grand Nagus Zek, and he later teaches Zek the technique of the Dolbargy sleeping trance in order to fake his own death.



▲ The towering form of the Hupyrian Maihar'du is a silent yet ever present force at the side of Ferengi Grand Nagus Zek; his imposing size is enough to frighten off anyone who might intend harm.

APPEARANCE: Tall, prune-faced, and quiet.

FIRST SEEN: 'The Nagus' [DS9]

★ **Devoted**
Maihar'du performs all the functions a dignitary such as Grand Nagus Zek requires, including bodyguard, butler, personal groomer, and food taster. A member of the Hupyrian race, Maihar'du's people are known for the unquestioning loyalty they show their employers.

Nerys discovers when she attempts to refuse a gift from Zek, delivered by Maihar'du, he is quite capable of understanding what goes on around him, and is by no means a dull-witted individual.

Versatile

The Hupyrian appears to possess several skills and talents that make him the ideal assistant to a powerful political figure such as the Grand Nagus; his size alone makes him a formidable opponent, and given the typically short stature of the Ferengi species, his height is an excellent way of intimidating those who would intend his master harm. It is likely that

★ Ever present

Because of his ongoing, never-ending duties, Maihar'du is never away from his master's side.



Maihar'du: Servant to the Nagus



★ Silent witness

Maihar'du can be trusted to witness all Zek's business deals; he has sworn a vow of silence.

Maihar'du has some form of combat training, with or without weapons, that add to his effectiveness as a bodyguard. He is also an accomplished personal groomer, carrying everything including tooth sharpeners. He has a knack for distinguished hairdressing in the Ferengi fashion, teasing and combing the hair that grows from inside his master's earlobes.

Maihar'du is also trained to pilot and navigate the Grand Nagus's personal spacecraft, and is clearly experienced enough to command the ship on journeys as far from **Ferenginar** as space station **Deep Space Nine** in the **Bajor** system. His faithful manner around Zek is evidenced by the fact that at all times he never strays more than an arm's length away from his master, except when specifically ordered to do so. Aged and frail, Zek is no doubt in need of much personal attention and Maihar'du is

"To survive, you must surround yourself with loyal men."

— Zek to Quark

always at his side to provide it, even though the loyal servant is himself far from young. His vow of silence also means that he can be nearby when Zek is involved in the most sensitive discussions, since he will tell no one else what he sees or hears. Maihar'du's loyalty means he keeps all of Zek's secrets, from his disreputable commerce deals to his love affair with **Quark's** mother, **Ishka**.

Maihar'du's home

Not much is known about Maihar'du's people. Examining his physiology, it can be theorized that the homeworld of the Hupyrians may have a thick, possibly dusty atmosphere with strong winds — the ridged and wrinkled skin and its relative pallor, the deeply set eye, the nostrils placed low on the midline of the face and the small, flat ears all point to an environment where the air is full of particulate matter and sunlight is less than that of more temperate terrestrial worlds.

However, Maihar'du seems to have no problems operating in

places with a standard **Class-M** atmosphere and gravity environment, such as **Deep Space Nine** or **Ferenginar**, although his size and strength conform more to the standards of life forms whose homeworlds boast a higher gravity than Earth, resulting in the evolution of a dense muscle mass. Hupyrians are also capable of consciously affecting their own physiology, and can enter a voluntary-induced form of deep coma, known as a **Dolbargy sleeping trance**; use of this trance state is not restricted to Hupyrians, and it can be taught to other species, as Maihar'du demonstrates when he instructs Zek in the practice as part of a trick to test the Nagus's would-be successors.

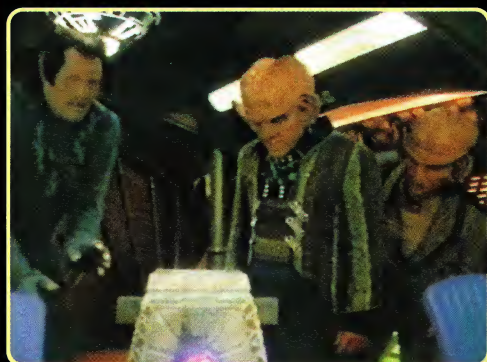
Other than its servants, Maihar'du's homeworld's only other known export is **beetle snuff**, an inhaled substance believed to have a mild narcotic effect, made from the bodies of crushed Hupyrian beetles; this largely Ferengi vice is thought somewhat distasteful by other species. Culturally, Maihar'du is a perfect example of one of the Hupyrians' most well known traits; he is extremely faithful and deferential to his employer. This servant-master loyalty makes Hupyrians prized as retainers and aides, and Grand Nagus Zek uses Maihar'du's substantial talents to the fullest.

BREAKING THE RULES

Test of loyalty

Hupyrians are renowned for their loyalty and servitude; thus Maihar'du is probably the Grand Nagus's most prized possession. He is completely faithful, and his vow of silence guarantees his absolute confidentiality. His loyalty is tested, however, in 2371, when Zek travels through the Bajoran wormhole and returns 'enlightened' by the wormhole aliens; his personality has been

regressed to a time before the Ferengi worshipped profit. Zek's behavior alarms his loyal aide and, in an act quite exceptional for a Hupyrian servant, Maihar'du conspires to help Quark break into the Grand Nagus's shuttle and discover the reason for Zek's strange behavior. Quark eventually persuades the wormhole aliens to revert Zek back to his former, profit-obsessed self.



▶ **Break in**
Maihar'du is alarmed by the altered attitude of the Grand Nagus, who even rewrites the Rules of Acquisition. He helps Quark and Rom with their plan to break into Zek's shuttle.

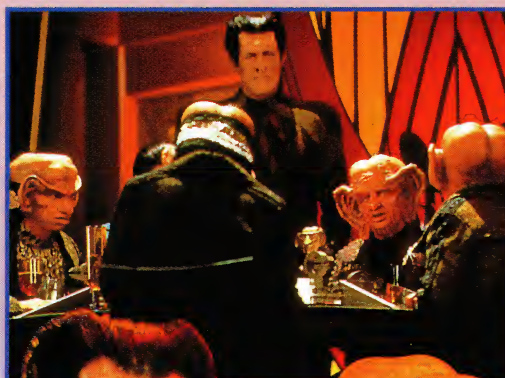
▶ Relief

Quark persuades the wormhole aliens, who were offended by Zek's nature, to restore him to his former self. Maihar'du is relieved to have his master back to normal.



★ Trustworthy

It is ironic that Zek can probably trust Maihar'du more than those of his own race; the profit-obsessed scheming of the Ferengi does not make them the most honest of races. Maihar'du's loyalty will always be to his master, not to latinum.



★ One-sided

Maihar'du's vow of silence does not make him a great conversationalist, but although he never comments on events which happen around him he is, nevertheless, fully aware of everything, and keeps a watchful eye on his master.



FILE 48 KLINGON PERSONNEL

Toral

The bastard son of an ambitious traitor to the Klingon Empire, Toral, son of Duras, is a constant threat to the stability of the Empire, and a deadly thorn in the side of Worf. The young warrior has inherited all of the cold ambition of the Duras family.

The progeny of an unknown Klingon female and the infamous Klingon warrior Duras, son of Ja'Rod, Toral leads a hidden existence until 2367. Little is known of his childhood.

Arrogant teenager

On his first appearance, Toral challenges Gowron for the leadership of the Klingon High Council during the Rite of Succession in 2367. Toral is manipulated by his two aunts, Lursa and B'Etor.

Toral is a brash young Klingon with no battle experience with which to

challenge Gowron's claim to leadership; he acts with all the arrogance and false bravado of youth. As a bastard son, it is possible that Toral never completed the Klingon coming-of-age ceremonies – the **First Rite of Ascension** would have occurred when he was eight to test combat skills and spiritual devotion, and the **Second Rite of Ascension** occurs at age 15 to test this now-tempered spiritual warrior's strength by subjection to extreme pain, while remaining mentally focused. Both rites are needed in order to become a true Klingon warrior. However Toral,

A PAWN FOR POWER

★ Collaborating with the enemy

Unknown to the Klingon High Council, Toral and the Duras family are supported behind the scenes by the Romulan Star Empire.



★ Upstart
The young Toral makes his presence known within the Klingon Empire by challenging Gowron for the post of Chancellor, head of the High Council.



PROFILE ON TORAL

NAME: Toral

LIFE FORM: Klingon male

FAMILY: Father, Duras. Aunts, Lursa and B'Etor. Mother, unknown.

KNOWN ASSOCIATES: Lursa, B'Etor, Romulans.

YEAR: 2367: Challenges Gowron for his leadership of the Klingon High Council.

YEAR: 2372: Leads a band of renegade Klingon warriors and attempts to steal the legendary sword of Kahless. He fails, and his current whereabouts are unknown.

FIRST SEEN: 'Redemption', Part I [TNG]

▶ Toral first appears as a confrontational, disrespectful youth. The bastard son of the traitorous Duras, he seems to have none of the discipline or training of a true Klingon warrior.

now in his mid-teens, lacks many of these characteristics. Hiding behind the backs of his aunts, he is nothing more than a pawn used by them in their attempt to seize power and control the leadership of the High Council. Lursa and

B'Etor show him no respect; B'Etor slaps his face as if he were still a child. Toral shrinks from the reproof, whereas any adult Klingon warrior would have quickly drawn arms.

Toral's lineage is proven with a genetic scan, but after much argument, his claim to the leadership of the High Council is rejected by **Captain Jean Luc Picard**, who had been

★ Puppet

At first, Toral is just the pawn of his aunts, Lursa and B'Etor.



OTHER CARDS IN THIS FILE...

15 DURAS

16 THE DURAS SISTERS

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69

STAR TREK: DEEP SPACE NINEFile 70

Toral

★ **Revenge**

Toral is ambitious to gain power and recognition, perhaps in revenge for his illegitimate status.

named as **Arbiter of Succession** by K'mpec, the late leader of the council. Toral's petition for leadership is rejected on the grounds that he has fought no battles, shed no blood for his people, and earned no honor for himself. There is no basis on which the council can act without breaking its own traditions and laws. As Duras's son, Toral inherits his honors or crimes, and the Duras family is considered by some to be corrupt and hungry for power with no sense of honor or loyalty; they conspired to destroy the honor of Worf's father, and, with it, the **House of Mogh**.

However, Toral does manage to rally the support of many members of the Klingon High Council who still remain loyal to the Duras family, thus reinforcing his own belief in his rightful ascension. Support for Toral divides the High Council, and a civil war within the **Klingon Empire** erupts between the forces loyal to Toral and the Duras family against those loyal to Gowron.

The **Duras sisters** acknowledge that Toral is not ready to rule the Klingon Empire, and suggest that Worf become his adoptive father; Worf's role model may give Toral the discipline and guidance needed to do the job. Worf wisely rejects the offer: it is soon revealed, with the

★ **Renegades**

After his humiliating defeat at the Klingon High Council, Toral emerges again five years later with a band of renegades to steal the Sword of Kahless.

help of **Starfleet**, that the Duras family is being backed by forces of the **Romulan Star Empire**.

Eventually, the forces of the Duras family are defeated and Toral is captured. He is abandoned once again by his family as his aunts dematerialize themselves away to safety.

Toral, scared but determined to go out as a Klingon, is brought before Gowron and the high council, and charged with high treason. There, according to Klingon law, his life is given to Worf, in the **Klingon Rite of Vengeance**, in return for Toral's father's and grandfather's wrongful dishonor of the House of Mogh. Worf refuses to kill the youth for the crimes of his family, and his life is spared. A humiliated Toral disappears for several years.

Reappearance

Toral reappears five years later in 2372, on an uncharted **Class-M** planet in the **Gamma Quadrant**. He is now an adult, and leader of a small renegade band of Klingon warriors. He is still determined to be the leader of the Klingon Empire. While on **Torna IV**, Toral learns of the existence of the legendary **Sword of Kahless**, accidentally, from **Klingon Dahar Master Kor**.

Toral and his soldiers ambush Kor, Lt. Comm-



"I'm not giving the Emperor anything; with the sword in my hand I'll be leading the Empire."

—Toral

★ **A legendary power**

The Sword of Kahless is revered by the Klingons; whoever owns the sword could lead the Empire.

ander Worf and **Jadzia Dax**, attempting to forcibly take the sword from them. Toral plans to use the mythical power of the sword to overthrow the High Council, dethrone the **Klingon Emperor**, and rise to power in his place.

Worf, Dax, and Kor overcome Toral's forces. The Sword of Kahless eludes his grasp, and with it the power to rule the Klingon Empire. Toral is wounded during the melee, but, when last seen, is still alive. It is unknown whether or not he survived, or if he escaped from the caves below the surface of this uncharted world. But for the moment, with Toral missing and B'Etor and Lursa dead, the ambitious scheming of the Duras family seems to be over.

SCHEMING FAMILY**Power struggle**

Although arrogant enough to believe he acts from his own ambition, Toral is just a puppet whose strings are pulled by his scheming aunts, Lursa and B'Etor. Their machinations cause a civil war in the Klingon Empire, until their links to the Romulans are discovered. Five years on, Toral is still singlemindedly pursuing the power and leadership of the Klingon High Council which eluded him as a young teenager. He has inherited all of the ambitious traits of the Duras family.

▶ **Ambition**

Toral and his aunts possess no sense of Klingon honor or loyalty; they desire power for power's sake only.

▲ **Son of a traitor**

Duras was a traitor to the Klingon Empire and his family, and dishonored the House of Mogh; Toral seems to following in his father's footsteps.



Strategema

Strategema makes use of holoprojection technology, but has more in common with ancient board games such as chess than the sophisticated pastimes of the 24th century. Nonetheless, it is popular across the Galaxy.

Considering that by the 24th century advancements in **holodeck** technology have made it possible to recreate just about any situation, creature, or environment, it may seem strange that one of the most popular pastimes across the Galaxy is a relatively simple two-player game called **strategema**. Many cultures and individuals have come to regard it as a stimulating and challenging test of skill, and there are some who actually use it to develop their powers of strategy, in particular the renowned **Zakdorn** master strategist and third-level grandmaster **Sirna Kolrami**.

There are a number of elements required to play strategema; it is not played on a board, and neither is it restricted to two dimensions of game play. Two players sit opposite each other at a low table that is roughly one meter square; on its surface, a raised rectangular gray unit faces the players. Built into the top area of this beveled, raised unit is an illuminated white lattice surface that acts as a **holographic projector** for the game itself.

Let play begin

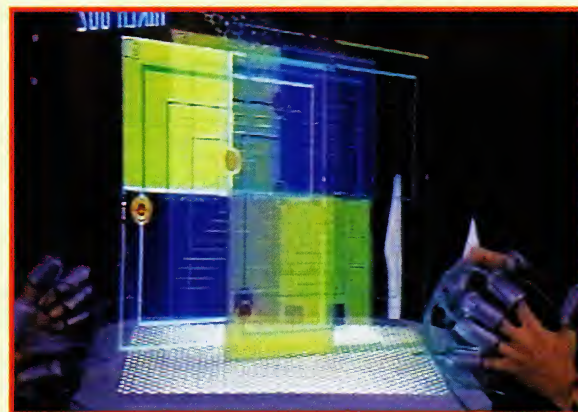
A third person is required before play can commence, who helps the contestants put on a series of metallic silver connectors that slip onto the fingers and thumbs of both hands up to the second knuckle. From each of these connectors, a single wire runs into the projector unit, and the movement of the fingers is directly translated into the movement of each player's mapping cursor on the game projection. This third person also carries out another important function: they start the game, which usually commences with the announcement "Actuation positions for strategema".

This activates the holographic projection of the playing surface and readies the two players. Once the projection has appeared, the third person readies the players and announces when to begin.

The playing area of strategema consists of three identically sized squares that are projected directly above the raised area. These are each half a meter square, and are approximately 25 centimeters apart from each other. The names of the two players are illuminated in yellow and blue on each side of the outside planes; the whole projection slowly rotates just below the eye level of the two contestants.

The aim of the game is quite simple: to move one's cursor, via the finger units, on all three planes and outline an area – which then turns to the color of that player to denote it has been successfully isolated. The circular, red cursors can move along identical predetermined routes on each of the three planes, denoted by a series of concentric squares that run outward from the center of each plane. The only time there is any diagonal movement of the cursors is at the start of the game, when they move outward from the center of the planes to positions on the corners of the outside squares. From then on, the cursors can only

The three transparent boards that make up the playing area of the game are projected by a small, self-contained hologenerator. The area isolated by each player is represented by a different color; the game is won when a single color controls all the areas on all three boards.



move horizontally or vertically, not diagonally.

At the lowest of levels, or plateaux as they are known, play moves quite slowly and it is possible to see how the game works. When a player moves his fingers in order to position the cursor, one of four possible squares is claimed on each plane. The square changes color and a point is added for the successful move.

Frantic moves

At higher levels, the game becomes a frantic series of changing boxes, alternating from blue to yellow and back again as the number of moves progresses. As the game is dependent on finger movements, it can be physically

exhausting as the hand-eye coordination reaches a feverish peak. The game is won when a player wins all of the surface area on all three planes, shown by them changing to the corresponding color of that player; the amount of moves are shown for each player up to that point, and the projection then stops. A typical match between players of similar ability can last in excess of 1000 moves, and reaching the sixth plateau is seen as respectable for a beginner.

The game can be suspended by either player at any time by putting down or taking off the finger connectors. In this situation, the display disappears but the scores are still recorded, and the game can be resumed at any time.

The cursor, which equates to the counters used in traditional board games, is controlled by a series of small metal caps that cover the fingers and connect with the game's mechanics. Due to the complicated nature of the equipment, it is impossible to fit one's own gloves.



Strategema is a game that pits one individual player against another, but it is a popular spectator sport; interested parties gather around.



The names of the players are projected by the holotechnology, indicating which color relates to which player.



Strategema



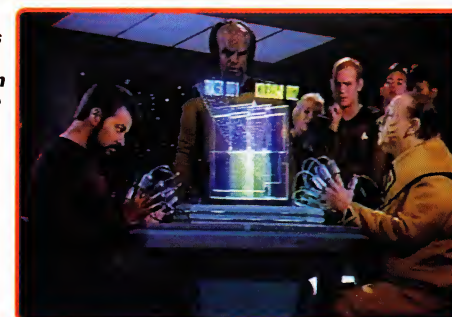
◀ *Data adopts an inventive, if not entirely sportsmanlike, approach to the game; knowing he cannot beat Kolrami, he blocks the grand master's every move until he gives up through frustration, conceding defeat.*

STRATEGY AND SKILL

1 Winning result

There is almost always a clear winner in strategema. There is only one recorded case of a stalemate, on **Stardate 42923.4** in 2365, between **Sirna Kolrami** and **Lt. Commander Data** of the **U.S.S. Enterprise NCC-1701-D**.

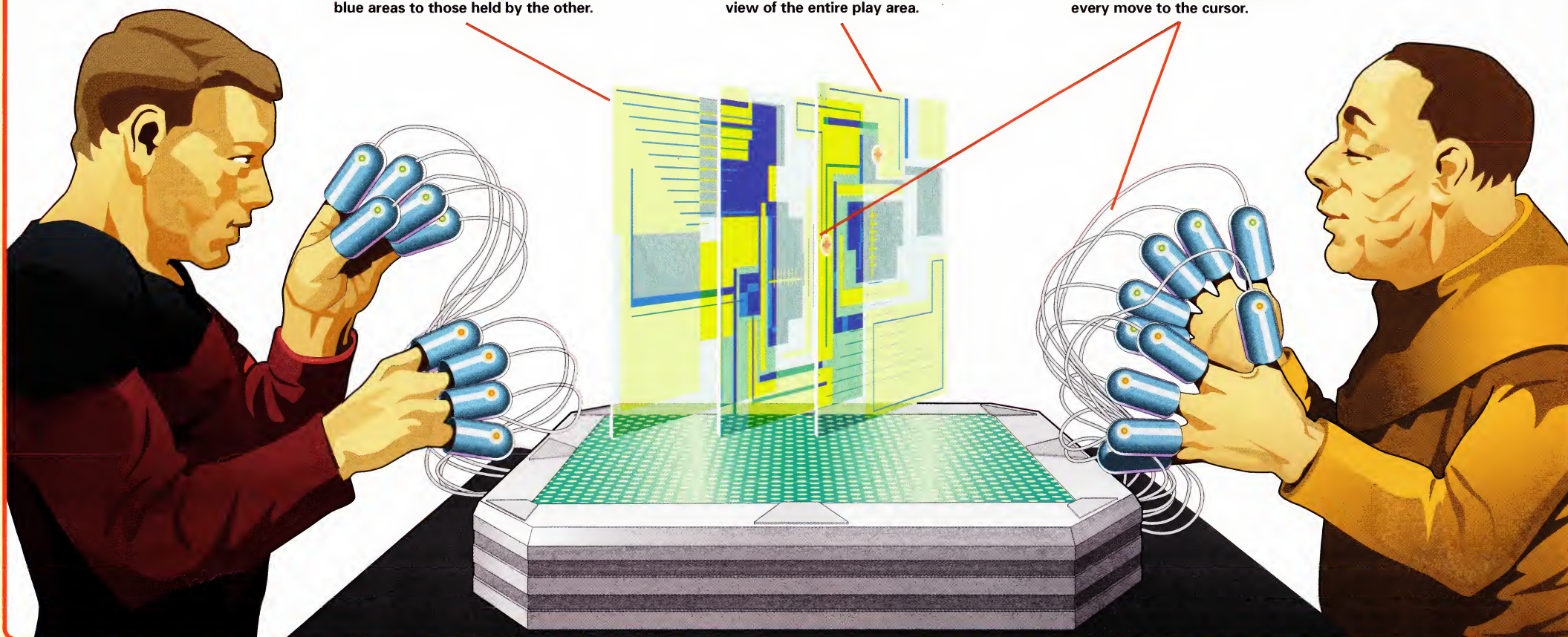
▶ *Commander William Riker's skills as a battle strategist serve him well against hostile alien vessels and dangerous space phenomena, but **Sirna Kolrami** proves to be a rather more difficult opponent; Riker is beaten by the grandmaster in just 23 moves.*



The yellow areas of the board relate to 'territory' held by one player, the blue areas to those held by the other.

The three boards rotate slowly so that both players have a clear view of the entire play area.

Wires run from the player's gloves to the game board, relaying his every move to the cursor.





'Day of the Dove'

After three years of peace, the Klingons appear to have broken the treaty and annihilated a human colony, while the *U.S.S. Enterprise NCC-1701* stands accused of firing on a Klingon ship — an outright act of war. Kirk finds himself on a ship filled with hate and violence.

'DAY OF THE DOVE'

"Look, Kang, for the rest of our lives, a thousand lifetimes ... senseless violence, fighting. While an alien has total control over us."

— Kirk to Kang

A human colony is attacked by an unidentified ship, but when the *U.S.S. Enterprise NCC-1701* arrives, the settlement is not there. As Kirk leads a search party to the surface, an approaching Klingon vessel is sighted. Explosions are detected on the vessel, and it drifts in space. The Klingon survivors beam down to the planet, capturing the away team; Kang, their commander, accuses Kirk of firing on his ship and denies attacking the colony. Kirk agrees to surrender the *Enterprise* but, while beaming up, the Klingon patterns are held in transit until security arrives to detain them.

Pawns of war

The *Enterprise* mysteriously goes to warp by itself on a heading outside of the Galaxy and the emergency bulkheads jam, trapping the crewmen in the lower decks. Kirk confronts Kang, but while questioning the Klingon, swords and daggers appear; fighting his way back to the bridge, Kirk finds his crew uncharacteristically hungry for battle. Spock reports an alien entity has been detected, an unknown energy being. Kirk pieces the events together; the ghost colony, the attack on the Klingons ... someone is using them as toys in a war game.

The Klingons take engineering, cutting off life support, but the systems power up again, keeping both sides evenly matched; the wounded crewmen are healed.

Kirk rescues Kang's wife, Mara, from attack by an enraged Chekov, and outside sickbay Spock, Kirk, and Mara see the alien. In the presence of an angry officer, it appears to gain energy, feeding off his hate.

Kirk convinces Mara that this is no trick; she takes him to see Kang, but the Klingon will not listen, and duels with Kirk. When the alien reappears, Kirk asks Kang if he wants to fight forever as a mere pawn; Kang does not. A shipwide truce is declared and Spock suggests that good spirits would be an effective weapon against the alien. The entity is banished from the *Enterprise* by the laughter of Kang and Kirk, side by side.

STARSHIP FACTS

Kirk learns from Mara that Klingons believe the Federation torture and kill their prisoners in camps.

ON SCREEN...



1 Kirk stands accused of firing on Kang's ship; he pretends to agree to surrender but sends a warning to Spock over his communicator before they beam up.



2 The Klingons are the only suspects for the strange occurrences on the *U.S.S. ENTERPRISE*; as Kirk confronts them, they are suddenly armed with swords and daggers.



3 Kirk's officers are uncharacteristically violent; Chekov is filled with hate, and wants revenge against the Klingons for the death of a brother who never existed.



4 Kirk rescues Mara, Kang's wife, from Chekov's rage; in doing so, they see the energy being which is feeding off the hate and violence it has fueled between them.



5 Kang fights Kirk in a duel; Kirk asks Kang if he wants to be imprisoned for eternity, fighting a battle neither side can win as pawns for someone's amusement.



6 As the hostilities cease, the alien weakens; as it fed from hate, laughter proves a good weapon against it. It leaves the humans and Klingons standing side by side.

'Plato's Stepchildren'

The *U.S.S. Enterprise NCC-1701* receives a distress signal from a planet thought to be uninhabited. Beaming down to the surface, Kirk, Spock, and McCoy meet a strange community modeled after Earth's ancient Greeks, who call themselves Platonians.

'PLATO'S STEPCHILDREN'

STARDATE: 5784.2

"You're dead, all of you! You died centuries ago! We may disappear tomorrow, but at least we're living now ... You're half crazed because you've got nothing inside! Nothing! You have to torture us to convince yourselves you're superior!"

— Kirk to Parmen

Orbiting an uninhabited planet high in kironide deposits – a powerful source of energy – the *U.S.S. Enterprise NCC-1701* unexpectedly receives a distress call from the planet's surface. Kirk, Spock, and McCoy beam down to the planet to be greeted by a dwarf called Alexander. He leads them to the planet's people, who call themselves Platonians in honor of Plato; they spent some time on Earth during his lifetime. A woman, Philana, indicates her husband Parmen's swollen and infected leg. McCoy's hypospray suddenly flies out of the bag and toward Parmen by itself.

At the mercy of a bully

The Platonians have powerful psychokinetic abilities and Parmen's delirium causes violent manifestations until he is sedated. Once he has fully recovered, Parmen asks for the doctor to stay. When Kirk refuses, McCoy is forced to watch as his friends are psychokinetically tortured.

The Platonians' power manifested after living on the planet for a few months, eating native foods with high levels of kironide. McCoy injects Kirk and Spock with a high kironide concentration; as Alexander cannot ingest the substance he did not develop the power, and has been treated like a slave.

The Platonians want more entertainment; Lt. Uhura and Nurse Chapel are forced to beam down. The *Enterprise* crew are forced to perform, but Alexander cannot bear to see his new friends treated like this and rushes at Parmen with a knife. He is stopped with a look, the knife turned back on him.

Kirk's kironide-induced powers manifest; now stronger than Parmen, he pushes the knife to Parmen's throat, who begs for mercy, promising to reform. Kirk is skeptical, and warns that the incident will be reported to Starfleet and that they can recreate their powers whenever they wish. By their own free will, the landing party beam back to the *Enterprise*, accompanied by Alexander.

ON SCREEN...



1 Kirk, Spock, and McCoy beam down to the planet's surface to answer a distress call; they are met by Alexander, who tells them he is a very good loser.



2 The patient, Parmen, has a high fever; in his delirium, he psychokinetically pummels Alexander, who is protected by Kirk. Alexander is extremely grateful.



3 Parmen is a bully. He forces McCoy to watch while Kirk and Spock are bent to his will; the Vulcan is humiliated by being forced to laugh.



4 The Platonians use their psychokinetic ability to force the U.S.S. ENTERPRISE crew members to perform; Kirk and Uhura are compelled to embrace.



5 The kironide in Kirk's bloodstream takes effect; he wins a mental tug-of-war between himself and Parmen, putting Alexander's knife at Parmen's throat.



6 Kirk does not believe the Platonians' promises to reform. McCoy could grant Alexander equal powers, but the dwarf chooses to leave with the Starfleet officers.

STARSHIP FACTS

The Platonians are the result of a mass eugenics program; they left their home planet after its star, Sahndara, went nova millennia ago.



FILE 71 STAR TREK: VOYAGER

'The Gift'

The *U.S.S. Voyager NCC-74656* has 'assimilated' a new crew member from its previous encounter with the Borg. Meanwhile, Kes is undergoing a strange transformation, raising her mental powers to a terrifying level, and putting the ship in danger.

'THE GIFT'

"I've got an Ocampan who wants to be something more, and a Borg afraid of becoming something less. Here's to Vulcan stability."

— Captain Janeway

The *U.S.S. Voyager NCC-74656*, still wearing its **Borgified** modifications from the war between the Borg and **Species 8472** like battle scars, continues its course through Borg space. Within a Borg alcove of Cargo Bay 2 stands **Seven of Nine**. The drone has been cut off from the collective, but she demands to be returned to the Borg. Suddenly, there is a pain inside her head — another Borg implant is being rejected. Seven of Nine thrashes about wildly until **Tuvok** and the **Doctor** are able to sedate her.

In sickbay, **Kes** displays telekinetic powers; recently, her mental abilities appear to have been increasing.

Captain Janeway has investigated the background of Seven of Nine, finding a name, **Annika Hansen**, from the records of **Deep Space Four**. A girl's image appears on Janeway's console screen: their Borg drone. Annika's parents were eccentric explorers unassociated with the **Federation**; they were last heard to be heading toward the **Delta Quadrant** in a shuttlecraft, but they refused to file a flight plan and were never heard from again.

The Doctor hails Janeway; he has an ethical dilemma concerning Seven of Nine. The Borg implants are continuing to be rejected by her human immune system and unless the Doctor removes them she will die, yet the drone would rather that happen than she become more human. The Doctor is unwilling to go against the wishes of his patient, but Janeway orders him to proceed.

Transformations

Seven of Nine unexpectedly convulses into a seizure and Kes is asked to stabilize the Borg's motor cortex. But the **Ocampan** is staring at something the Doctor cannot see within the Borg's skull: an implant pressing against the trochlear nerve. Kes calmly dissolves it telepathically; she has saved their Borg.

Tuvok appears concerned about Kes's increasing abilities and suggests that she discipline her powers under his **Vulcan** tutelage. They begin a series of meditations, focusing on a flame within a lamp and trying to control the fire at a subatomic level. Kes can see beyond the subatomic into a new realm of reality with brightly colored forms

ON SCREEN...



1 In the still Borgified Cargo Bay 2, the *U.S.S. VOYAGER*'s latest addition, **Seven of Nine**, stands in a Borg alcove; her link to the collective has been severed.



2 The Doctor asks Kes for a hypospray; she surprises them both as the medical instrument flies across the room into her outstretched hand at her mere thought.



3 Captain Janeway finds the former identity of their Borg drone: a young human girl called Annika Hansen, tragically assimilated and raised by the Borg.



4 Seven of Nine undergoes emergency surgery to remove the Borg implants being rejected by her human immune system, but she feels violated by the process.



5 Kes is guided in meditation by Tuvok, but her telepathic range far exceeds his own; she discovers a new reality beyond the subatomic, filled with colorful energy patterns.



6 B'Elanna Torres is not pleased that Seven of Nine has been assigned to engineering; the last time they saw the drone, she tried to take them back to the Borg collective.



'The Gift'

of energy. The Vulcan lamp begins to distort as Kes tries to control it; her powers are already beyond Tuvok's training.

Seven of Nine is assigned to engineering to aid in the removal of the Borg technology from the ship. **B'Elanna Torres** asks her to help **Harry Kim** remove the Borg linkages in the **Jefferies tubes**. The drone observes a communications node; knocking Kim to the floor she proceeds to contact the Borg. Her actions are sensed by Kes and, as Seven works, the circuitry in front of her suddenly explodes and she is thrown to the ground.

The immediate crisis is over, but the drone did send a partial transmission to the Borg; Kes's increasing powers are a definite threat to *Voyager*. In addition, the explosion she created weakened the starship's hull integrity. Janeway confronts Seven of Nine – who demands her right to choose to return to the collective.

A farewell gift

Neelix and Kes share a bottle of **Talaxian** champagne in the mess hall, reminiscing about their first drink on *Voyager*. Kes attempts to demonstrate her new abilities to Neelix, and the table begins to waver as she manipulates it at a molecular level. Alarmed, Neelix tells her to stop, but he is telepathically forced away. Kes's energy readings are picked up by Kim on the bridge, and when Janeway and Tuvok arrive, her body is fading in and out of existence.

In sickbay, Tuvok reports that Kes's body was in a state of cellular flux; Seven of Nine has also become unstable – emotionally so – attacking the forcefield in her cell. Janeway is called to the brig and she tries to appeal to the Borg's repressed humanity, but the drone feels that a human identity is being forced upon her.

Later, Janeway visits Kes. Sadly, the Ocampan tells the captain it is time for her to leave *Voyager*. Ironically, Kes uses the same logic as Seven of Nine: it is her fate and her right to decide to go. They say a tearful goodbye just before Kes begins to transform again. Alerting **Chakotay** to ready a shuttlecraft, Janeway announces that Kes is leaving. The Ocampan's transformation wreaks havoc upon the starship; Tuvok meets them on the way to the shuttle, and briefly **mind-melds** with Kes to slow down her transformation. Kes's shuttlecraft is launched from *Voyager* and the bridge crew hear her rapturous voice as she evolves to a new plane of existence. With Kes's final

words – “my gift to you” – *Voyager* is thrown 9.5 thousand light years from where they were. Kes has taken them safely out of Borg space and 10 years closer to home.

Seven of Nine has also undergone a transformation; 82 percent of her Borg implants are gone, and she looks almost

human again. Janeway gives her a communicator in case she needs anything, and the Borg reports she has remembered that her favorite color as a little girl was red.

Night falls on *Voyager*. Before retiring, Tuvok places his meditation lamp beside his window, the flame lit in memory of Kes.

ON SCREEN...



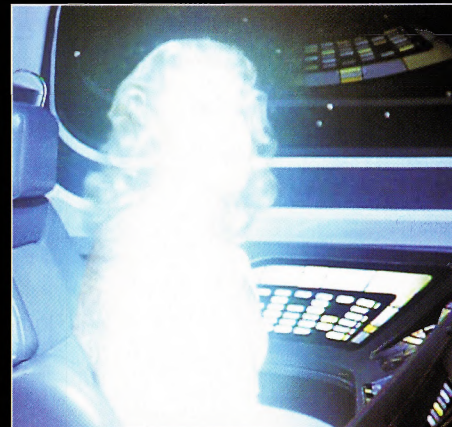
7 While working with Harry Kim on the Borg linkages in the Jefferies tubes, the drone sees an opportunity to contact the Borg; she knocks Kim out of the way.



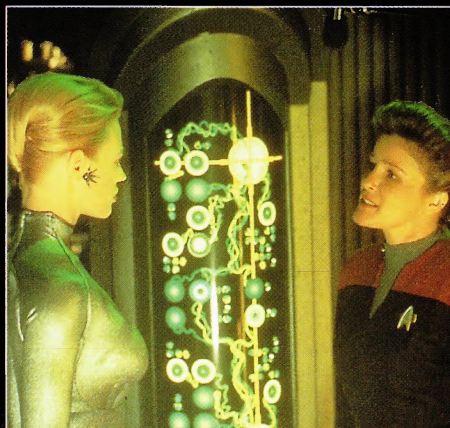
8 Kes demonstrates her new powers to her old friend Neelix, but her body goes into a state of cellular flux as she undergoes another transformation.



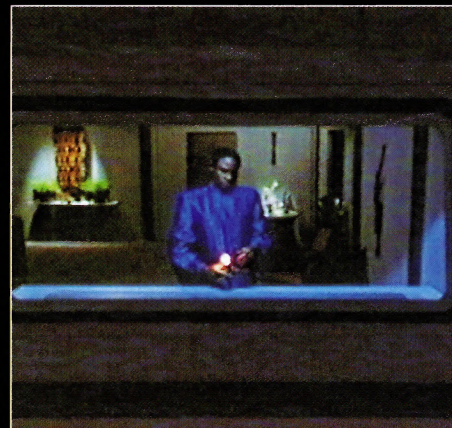
9 Janeway tells Seven of Nine that she will help her to reclaim her humanity, but the Borg drone states that she does not even know what it is to be human.



10 Kes leaves the U.S.S. VOYAGER in a shuttle. As she embarks on her new life, she leaves her friends a parting gift – a jump that takes them closer to home.



11 Seven of Nine looks almost human again. Janeway allows her to stay in Cargo Bay 2 – for now – and gives her a communicator in case she needs anything.



12 Tuvok lights his Vulcan meditation lamp and places it by his window; the tiny flame shines from the U.S.S. VOYAGER against the stars where Kes may now exist.

STARSHIP FACTS

A U.S.S. *Voyager*'s Borg linkages are autonomous regeneration sequencers to counteract resistance; they were assimilated from Species 259.

A Legend states that before their civilization was destroyed thousands of years ago, the ancient Ocampana had amazing telepathic powers.

H continued

hedgehog

Small Earth mammal with a coat of stiff, pointed spines and a soft underbelly. In 'The Voyager Encounter' holorecreation at the **Kyrian Museum**, the representation of **Paris** insulted the representation of **Neelix** by likening his hair to a hedgehog. (*Starship Log: 'Living Witness' (VOY)*) **SEE FILE 71**

Hedrikspool Province

A regional state on the planet **Bajor**, and site of a nature reserve that opened to the public in 2370. (*Starship Log: 'Shadowplay' (DS9)*) **SEE FILES 10, 70**

Hedril

Young **Cairn** female who accompanied her father **Maques** on a diplomatic visit to the **U.S.S. Enterprise NCC-1701-D** in 2370. Hedril's resemblance to **Lwaxana Troi's** deceased daughter **Kestra** caused Lwaxana to lapse into a trauma-induced coma. (*Starship Log: 'Dark Page' (TNG)*) **SEE FILES 8, 58, 69**

Hegh'bat

Literally meaning 'The Time to Die', this is a ceremonial suicide performed by **Klingons** who can no longer fulfill the dictates of their warrior code themselves. In 2368, following a grave injury, **Worf** contemplated undergoing the ritual to spare himself any dishonor. (*Starship Log: 'Ethics' (TNG)*) **SEE FILES 11, 43, 48, 69**

Hegh'ta

A **Klingon Bird-of-Prey** commanded by **Kurn** in the 24th century. **Starfleet's Lt. Commander Worf** was granted leave from the **U.S.S. Enterprise 1701-D** to serve on the **Hegh'ta** in support of **Gowron** during the Klingon civil war. (*Starship Log: 'Redemption', Part I (TNG)*) **SEE FILES 34, 69**

Heifetz, Jascha



Twentieth-century Russian-American violinist, acclaimed for his technique and for the lyrical quality of his tone. **Starfleet** android **Data** programmed Heifetz's style into his neural net. (*Starship Log: 'Sarek' (TNG)*) **SEE FILES 55, 69**

Data can imitate the great musicians perfectly, but some people think his performances lack soul.

Heinlein, Robert

American author (1907-1988), a renowned writer in the literary genre of science fiction. Heinlein contributed to 'Galaxy', a competitor to 'Incredible Tales', the magazine for which **Benny Russell** wrote in the 1950's. (*Starship Log: 'Far Beyond the Stars' (DS9)*) **SEE FILE 70**



When an injury left Worf paralyzed, he considered his life to be over and was prepared to undergo the Hegh'bat, but his injuries were healed.

Heisenberg compensators

Integral module in transporter systems utilizing matter-energy conversion, designed to counteract any critical divergence in the process of reassembling subatomic particles. They were named after German physicist Werner Heisenberg. (*Starship Log: 'Realm of Fear' (TNG); 'Past Tense', Part I (DS9)*) **SEE FILES 59, 69, 70**

Heisenberg, Werner Karl

Earth physicist (1901-1976). An originator of quantum mechanics, Heisenberg received a Nobel Prize for his 'uncertainty principle'. His theories provide the basis for the **Heisenberg compensators** found in transporter systems. **SEE FILES 59, 69, 70**

Hekaras II

Home to the two scientists, **Serova** and **Rabal**, who proved that starship warp fields were unraveling nearby **subspace** in 2370. **Hekaras II**, a **Class-M** planet and **Federation** member, suffered weather changes and imminent destruction. (*Starship Log: 'Force of Nature' (TNG)*) **SEE FILES 5, 69**

Hekaras Corridor

This region of space near the **Hekaras system** spans 12 light years. Much of the surrounding area is filled with unusually high **tetryon** fields, and thus became overused and stressed by starship warp engines, making warp travel unsafe. Two **Hekaran** scientists, **Serova** and **Rabal**, claimed that the space in the Hekaras Corridor would soon rupture if warp drive usage did not abate. Serova felt the **Federation** did not take her findings seriously enough, and so deliberately created a **subspace** rupture in the corridor by causing a warp field breach aboard her ship, killing herself in the process. As a result, all but essential corridor use was banned in 2370. (*Starship Log: 'Force of Nature' (TNG)*) **SEE FILES 5, 69**

Helaspond Nebula

Massive stellar cloud thought to be a spawning ground for new planets because of the innumerable protoplanetary masses within. This formation was investigated by the **U.S.S. Ulysses NCC-66808**. (*Starship Log: 'The Adversary' (DS9)*) **SEE FILES 31, 70**

Heler

A **Bajoran** prisoner aboard the **Ravinok**, a **Cardassian** ship defeated by the **Breen** in 2366. Heler worked the **dilithium** mines on **Dozaria** until he was rescued by **Kira Nerys** and **Gul Dukat** in 2372. (*Starship Log: 'Indiscretion' (DS9)*) **SEE FILES 10, 70**

hedgehog
Hedrikspool Province
Hedril
Hegh'bat
Hegh'ta
Heifetz, Jascha
Heinlein, Robert
Heisenberg compensators
Heisenberg, Werner Karl
Hekaras II
Hekaras Corridor
Helaspond Nebula
Heler
Helewa, Isam
helio-seismic scans
helium fusion enhancement
Hell, Planet
helm
helmsman
hematologist
hematology
hematostim burst
Hemikek
Hemikek IV
Hemikek system
hemocythemia
Hendorff, Ensign
Hendrick, Chief
Hengist, Mr.
Henley, Mariah
Henoeh



Starfleet transporter technology works thanks to the Heisenberg compensators that are integral to all systems.



Hekaran scientists' fears that warp speeds damage space lead to a ban on the speeds at which ships were allowed to travel.

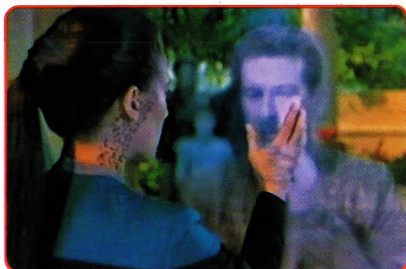




Helewa, Isam Dr. Julian Bashir's college guru. Helewa passed his meditation and breathing skills on to Bashir. (*Starship Log: 'Crossover'* [DS9]) **SEE FILES 43, 70**

helio-seismic scans

Tests run from the **U.S.S. Defiant NX-74205** on **Meridian's** sun to determine why the planet shifted between corporeal and non-corporeal dimensions. The scans detected modulated gamma bursts just prior to Meridian's corporeal shift. (*Starship Log: 'Meridian'* [DS9]) **SEE FILES 5, 70**



▲ **The inhabitants of Meridian live part of their lives as noncorporeal beings, shifting between states.**

helium fusion enhancement In 2367, Dr. Timicin of **Kaelon II** conducted an experiment, using **photon torpedoes** to enhance a dying star's helium fusion activities, and so increase its useful life. The technique failed, instead triggering a supernova. (*Starship Log: 'Half a Life'* [TNG]) **SEE FILES 58, 69**

Hell, Planet **Class-M, Delta Quadrant** planet nicknamed by **U.S.S. Voyager NCC-74656's** Stellar Cartography crew for its EM disturbances and primeval atmosphere. High amino acid and protein readings raised hopes for finding food, but an away team found only **trigemmic vapors** and a reptilian humanoid hatchling. (*Starship Log: 'Parturition'* [VOY]) **SEE FILES 4, 71**

helm The helm was the station on a starship's bridge occupied by the officer piloting the vessel. By 2364, this position had been renamed 'conn', for flight controller, a combination of helm and navigation operations. (*Starship Log: 'The Cage', 'Where No Man Has Gone Before'* [TOS]) **SEE FILES 20, 67, 68**

helmsman The helm operator.

hematologist A medical practitioner who specializes in the study of blood. **Danara Pel**, a **Vidiian** who befriended the **EMH** of the **U.S.S. Voyager**, was a hematologist. (*Starship Log: 'Lifesigns'* [VOY]) **SEE FILES 18, 58, 71**

▶ **Pel hoped to one day finding a cure for the phage. So far, the closest she has come to being free of the phage is a holographic body.**



hematology Scientific and medical term referring to all biological and physical aspects of blood. Dr. Bashir ran a hematology scan on **Epran** to track the progress of the **Teplan blight** that ravaged his people. (*Starship Log: 'The Quickening'* [DS9]) **SEE FILE 70**

hematostim burst A medical device that stimulates hematosis, the oxygenation of blood in the lungs. A 200 joule hematostim burst helped a **Kazon** man who had been breathing nitrogen tetroxide fumes for several hours. (*Starship Log: 'Basics', Part I* [VOY]) **SEE FILE 71**

Hemikek **Class-M** planet, ruled by a non-aggressive people, in the **Hemikek system** and rich in minerals such as **polysilicate verterium** and **monocrystal cortenum**. **Seska** planned to ambush the **U.S.S. Voyager** there. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 3, 71**

Hemikek IV A planet in the **Hemikek System** where saboteur and **Kazon-Nistrim** spy **Michael Jonas** intended to rendezvous with **Seska** after capturing the **U.S.S. Voyager**. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 3, 43, 71**

Hemikek system Yellow dwarf system in the **Delta Quadrant** and destination for the **U.S.S. Voyager** after sabotage left the ship without warp power and needing to replace the incinerated inner layer of the **warp coil**. (*Starship Log: 'Investigations'* [VOY]) **SEE FILE 71**

hemocythemia A disorder, also known as hemocythemic imbalance, in which intercellular pressures destabilize cellular membranes. It is fatal if not treated with osmotic pressure therapy. **Ensign Wildman's** baby daughter contracted hemocythemia during fetal transport. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILES 43, 71**

Hendorff, Ensign **U.S.S. Enterprise NCC-1701** security crewman killed in 2267 on **Gamma Trianguli VI**, while investigating an odd flower. The plant shot Hendorff with a dozen spores, and he died instantly. (*Starship Log: 'The Apple'* [TOS]) **SEE FILES 20, 68**

Hendrick, Chief Officer aboard the **U.S.S. Enterprise NCC-1701-D** assigned to transporter duty in 2367. Hendrick failed to block **Commander La Forge** from beaming to **Tarchannen III**. (*Starship Log: 'Identity Crisis'* [TNG]) **SEE FILES 25, 69**

Hengist, Mr. This unassuming man was hijacked on **Rigel IV** by an energy lifeforce that committed grisly murders there and on **Argelius II**, generating fear to obtain sustenance. Mr. Hengist was unmasked and transported into space. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILES 58, 68**

Kenley, Mariah **Maquis** member who served under **Chakotay** on a ship chased by **Cardassians** into the **Badlands** in 2371. After joining the **U.S.S. Voyager** crew she was, at first, a discipline problem, and was subjected to **Starfleet** field training under **Tuvok**. (*Starship Log: 'Learning Curve'* [VOY]) **SEE FILES 29, 71**

Henoch Henoch's mental force existed in an orb for 500,000 years after his planet's destruction. Using **Spock's** body in 2268, ostensibly to construct an android home for his consciousness, he plotted against the other survivors. (*Starship Log: 'Return to Tomorrow'* [TOS]) **SEE FILES 18, 43, 68**



▶ **After the death of his physical body, Henoch existed as pure force.**